



TRAINING & SIMULATION INDUSTRY SYMPOSIUM

14-15 JUNE 2016

Rosen Centre

Orlando, FL



AFMC



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NAWC-TSD



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PM TRASYS

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Project Manager Integrated Training Environment






Synthetic Environment (SE) Core

Description/Summary of Program Requirements

The SE Core program is responsible for developing the Common Virtual Environment (CVE) that facilitates fair fight interoperability for all Integrated Training Environment system and non-system Training Aids, Devices, Simulators and Simulations (TADSS).

- Current TADSS include CCTT, AVCATT, HITS, WARSIM, JCATS, JNEM, AARS, JDLM, MUSE, ATEMC, FIRESIM, OneSAF, GFT, LVC-IA, as well as inputs to the full range of Army Mission Command Information Systems (MCIS). Additional systems are expected to be added every three to five years.
- The terrain and model development efforts provide non-proprietary, open format, and image generator/renderer independent CVE deliverables. These efforts, linking current and future ITE training devices/simulations will enable the Army to execute combined arms and joint training, as well as mission planning and rehearsals at home station and at deployment locations.




ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none"> • Competition: To be determined • Contract Type: To be determined 	<ul style="list-style-type: none"> • Five Years 	<div> <div>3QFY16</div>  <div>Market Research / SSN Update</div> </div> <div> <div>TBD</div>  <div>Target to be in PALT</div> </div> <div> <div>1QFY18</div>  <div>Contract Award</div> </div>



Battle Command Training Capability- Equipment Support (BCTC-ES)

Description/Summary of Program Requirements

BCTC-ES provides the furniture, fixtures, equipment (FF&E), network, Reconfigurable Tactical Operation Center (RTOC), technical control, classroom and work cell capabilities, and technical tools required for Army Mission Training Complexes (MTC) and for the associated Military Construction Army (MCA) infrastructure. BCTC-ES enables the linkage of constructive simulations to Mission Command (MC) systems and extending unit communications. It provides equipment that integrates Army MC systems into Tactical Operation Center (TOC) sets, providing visualization of the Common Operating Picture (COP). BCTC-ES supports the requirements for the Risk Management Framework (RMF), which helps enable the linkage within a MTC that supports secure and distributed MC/Simulation training

ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none"> • Competition: Small Business Set Aside • Contract Type: Single Award ID/IQ 	<ul style="list-style-type: none"> • Five Years • One Year Base • Four One-Year options 	<div>2QFY16</div>  <div>Market Research / SSN Update / PALT</div> <div>4QFY16</div>  <div>RFP</div> <div>2QFY17</div>  <div>Contract Award</div>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)
<p>Organization: PM ITE</p> <p>Phone: (407) 384-3601</p> <p>Email: usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none"> • Mission and Customer • Estimated Value: \$80M 	<ul style="list-style-type: none"> • Constructive Training Systems (CTS) IDIQ – General Dynamics Information Technologies (GDIT). • Orders through 2QFY17






Common Battle Command Simulation Equipment (CBCSE)

Description/Summary of Program Requirements

The CBCSE program is responsible for the procurement and fielding of COTS hardware and software in support of the Joint Land Component Constructive Training Capability (JLCCTC).

- Conduct onsite fielding/site survey activities
- Procure, field and refresh COTS hardware Common Hardware Platform (CHP) and servers
- Procure, field and refresh COTS software licenses
- Manage COTS software license maintenance
- Provide property accountability of COTS products

ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none"> • Competition: Small Business Set Aside • Contract Type: Single Award ID/IQ 	<ul style="list-style-type: none"> • Five Years • Three Year base • Two Year option 	<div>1QFY16</div>  <div>Market Research / SSN Update/PALT</div> <div>3QFY16</div>  <div>DRAFT RFP</div> <div>1QFY17</div>  <div>Contract Award</div>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)
<p>Organization: PM ITE</p> <p>Phone: (407) 384-3601</p> <p>Email: usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none"> • Mission and Customer • Estimated Value: \$98M 	<ul style="list-style-type: none"> • Constructive Training Systems (CTS) IDIQ Contract – General Dynamics Information Technologies (GDIT) <p>Orders through 2QFY17</p>






One Semi-Automated Forces (OneSAF)

Description/Summary of Program Requirements

OneSAF is a composable Computer Generated Forces (CGF) simulation designed for brigade and below, combat and non-combat operations. OneSAF represents a full range of operations, systems and control processes in support of simulation applications applied to the six Army Modeling and Simulation communities (Analysis, Acquisition, Intelligence, Training, Experimentation, Test and Evaluation). OneSAF is designed, and continues to evolve, in order to meet the constructive simulation challenges of each of these communities.

Characteristics:

- Supports the full range of Warfighting Functional areas
- Provides high fidelity environmental representation
- Provides composability of entity, unit and system levels
- Web enabled
- Implements interoperability using DoD/industry standards
- Supports multiple operating systems (Linux, Windows)
- Provides Common Components, Environmental Runtime Component (ERC) and Mission Command (MC) Adapter





ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none"> • Competition: To be determined • Contract Type: To be determined 	<ul style="list-style-type: none"> • Five Years • One Year Base • Four, One-Year options 	<div>1QFY16</div>  <div>Market Research / SSN Update</div> <div>4QFY16</div>  <div>Target to be in PALT</div> <div>2QFY18</div>  <div>Contract Award</div>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)
<p>Organization: PM ITE</p> <p>Phone: (407) 384-3601</p> <p>Email: usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none"> • Mission, Customer and Foreign Military Sales • Estimated Value: \$70-95M 	<ul style="list-style-type: none"> • Current contracts with: <ul style="list-style-type: none"> • CESI • Leidos • Initial Capability <ul style="list-style-type: none"> • SAIC, Northrup Grumman, CAE • USA/AcuSoft, AEgis Technologies



Close Combat Tactical Trainer (CCTT) Post Deployment Software Support (PDSS)

Description/Summary of Program Requirements

The PDSS program will continue the maintenance and evolution of the CCTT system software and hardware. The contractor will provide non-personal, technical support services primarily for simulation and military expertise related to CCTT interoperability with the Army's Integrated Training Environment (ITE) family of systems; simulation of, operation of, and communication with mission command systems; systems and software engineering; life cycle software support; testing; software development; quality assurance; cybersecurity; configuration management; replication; distribution; installation; training; and publications support. The contractor must be well versed in industry standards, agile software development methodologies, virtualization technologies and applications, and will be driven towards implementing solutions that will extend the useful life of the CCTT system.




ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none"> Competitive - Small Business Set Aside Contract Type: Single Award ID/IQ 	<ul style="list-style-type: none"> Five Years 	<div>3QFY15 4QFY15 4QFY16 3QFY17</div> <div>     </div> <div>RFI Sources Sought RFP Contract Award</div>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)
<p>Organization: PM ITE</p> <p>Phone: (407) 384-3601</p> <p>Email: usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none"> Mission Estimated Value: \$52M 	<ul style="list-style-type: none"> AVT Simulations



Close Combat Tactical Trainer (CCTT) Manned Module Modernization

Description/Summary of Program Requirements

The CCTT Manned Module Modernization project will be used to perform a full system tech refresh and reduce the complexity of the CCTT manned modules for all M1Abrams, M2 Bradley, and Reconfigurable Vehicle Simulator (RVS) module types. The efforts will include implementation of a new Input/Output subsystem, analysis and implementation of new visual display components (monitors, projectors, etc.), reduction of module computer hardware, virtualization, concurrency updates for the M1, M2, and RVS modules, development of new kits for the Joint Light Tactical Vehicle and Armored Multi-Purpose Vehicle, updates to the technical data package, hardware procurement and fielding.

ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES
<ul style="list-style-type: none">Competitive - Full & OpenContract Type: To be determined	<ul style="list-style-type: none">Five Years	<div>3QFY15 1QFY17 4QFY17</div> <div>  </div> <div>RFI RFP Contract Award</div>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)
<p>Organization: PM ITE</p> <p>Phone: (407) 384-3601</p> <p>Email: usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none">Mission and CustomerEstimated Value: \$247M	<ul style="list-style-type: none">New Requirement

PM ITE



Back-Up Slides



Synthetic Training Environment (STE)

STE Foundational Capabilities

(CD1: COE, Data, Network, Terrain, Game Engine)



Unit Collective Maneuver Training

(CD2: Collective Virtual Trainers)

Description: A synthetic environment utilizing one world terrain, common authoritative data and models, that is cloud-enabled through the Army Enterprise Network, and is services-based through the Common Operating Environment, available for use anywhere a Soldier needs it.

Desired Attributes:

- Enables collective training and mission rehearsal capabilities for the Operational and Institutional training domains.
- Built as an open architecture using commercial standards.
- Services-based through the Common Operating Environment.

Acquisition Approach: STE will adopt an evolutionary acquisition strategy in which innovation can be harnessed to increase capability to the point of need.

The primary capabilities will be developed in two (2) capability drops (CDs).

Capability Drop 1:

Foundational capabilities to include COE, data, network, terrain, and training engine (will replace SE Core and GFT PoRs).

Capability Drop 2:

Collective maneuver trainer replacement capability for ground and air (CCTT & AVCATT).